[Bjarni / programs]

The tircproxy home page

Welcome to the tircproxy home page. On this page you can find links to the most recent versions of tircproxy, as well as other related stuff. The <u>current release</u> is version **0.4.5**.

News:

- 20. Feb, 2001 The project has a new maintainer: Lars Erik Jordet (lejorded (at) online.no).
- 01. Feb, 2001 Uploaded work-in-progress <u>tircproxy 0.4.6pre</u> for new maintainer.
- 04. May, 2000 tircproxy 0.4.5 released.
- 09. Apr, 2000 Created a mailing list. I'm preparing 0.4.5 for release, watch this space!
- 01. Mar, 2000 Moving and updating web site.
- 13. Jan, 1999 tircproxy 0.4.3 released.
- 02. Dec, 1998 tircproxy 0.4.2 released.
- 23. Oct, 1998 tircproxy 0.4.1 released.
- 21. Oct, 1998 tircproxy 0.4.0 released, this web page created.

What is tircproxy?

Tircproxy is a program designed to help IRC users who are not directly connected to the internet, but are behind a firewall based on Linux or some other Unix variant.

For small firewall installations, tircproxy essentially solves the same problems as the "ip_masq_irc" modules for Linux, it makes DCC CHAT and DCC SEND work as if the firewall wasn't there. But if you have alot of users behind your firewall, don't want to use IP masquerading for some reason, or just want more control and better logging of IRC traffic, then the following features could come in handy:

Flexibility

Tircproxy can run in standalone mode, or from inetd. It can cooperate with the Linux kernel or the IPF package for transparent proxying, or it can run in dedicated mode, directing all users to the same IRC server.

• Control

The sysadmin can easily allow DCC CHAT, but ban DCC SEND. The admin can also selectively ban transmission of certain files, such as the script.ini trojan. Access to the proxy can be controlled on a user, network or domain basis from /etc/hosts.allow and /etc/hosts.deny.

• Ident

Tircproxy can cooperate with the ident daemon to correctly identify masqueraded users, even if the ident daemon has no support for IP masquerading. Even better, if you are running a compatible version of *oidentd*, then you can achieve the same results without running the proxy with root permissions.

The original reasons I created tircproxy, were problems I had at work using Linux and IP masquerading to firewall a large number of dial-in users. The Linux IP masquerading code supports IRC and DCC - up to a point. I soon discovered that users behind the same firewall couldn't communicate with each other via DCC. The first versions of tircproxy were written to solve this problem.

Perhaps this problem will also be solved by the new firewalling code (ip chains) in Linux 2.2, but I didn't want to wait - and neither did my users.

tircproxy 0.4.5 stuff

- tircproxy-0.4.5.tar.gz (pgp signature)
- tircproxy-0.4.5-1.src.rpm (pgp signature)
- tircproxy-0.4.5-1.i386.rpm for RedHat 6.x (pgp signature)
- Browse the manual, or download postscript, PDF or plain text versions.
- The README.
- Changes and plans for the future

- Known bugs
- The LSM entry.

Check the UDB page to find the stuff you'll need to use the current shared-memory based ident support. You'll need at least the UDB library itself, and a compatible ident daemon.

mailing list

I've created a mailing list for discussions amongst users and/or developers of tircproxy. To join, send an empty message to tircproxy+request+c subscribe@bre.klaki.net. The list software is one of my other projects, please bear with me as it evolves.

Check out the list's archives.

older versions

- tircproxy-0.4.3.tar.gz
- tircproxy-0.4.2.tar.gz (note: DCC is broken in transp. mode)
- etc...
- tircproxy-0.3.6.tar.gz
- tircproxy-0.3.4.tar.gz
- etc...

Depraciated filesystem based ident support:

- The cdir2 patch for oidentd 1.4
- oidentd-1.4+cdir2.tar.gz

other stuff

- The mIRC home page (mIRC has been my biggest programming headache.. ircII just works! :)
- Zensoft has an IRC proxy they claim supports DCC stuff too. I think it's for Windows.
- The IRC RFC.
- The DCC Resume Protocol.
- Internet draft: IRC CTCP

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Last modified: 15-02-2002



From: "Bjarni R. Einarsson" <bre@margmidlun.is>

Subject: IRC proxy w/ DCC support.

Date: 1998/03/19

Message-ID: <19980319173427.63908@mail.mmedia.is>#1/1

Content-Transfer-Encoding: 7bit Sender: firewalls@news.ed.ray.com

Mime-Version: 1.0 Distribution: ray

X-Disclaimer: This article was imported from a mailing list.

Content-Type: text/plain; charset=us-ascii Organization: Mail to News Gateway System

Newsgroups: mail.firewalls

As I've seen people ask more than once on this list about an IRC proxy server that supports DCC connections, I feel justified in "advertising" my proxy server which does just that.

 ${\tt GPL'ed}$ code, tested only on Linux. Those who are interested may download the server from:

http://www.mmedia.is/~bre/tircproxy/

I'm looking forward to getting lots of feedback, this code is still wet behind the ears.. :-)

Bjarni R. Einarsson bre@margmidlun.is

[THIS SPACE INTENTIONALLY LEFT BLANK]

http://www.mmedia.is/~bre

Juggler@IRC Common sense is what tells you the world is flat.





SorceryNet Homepage | How to connect | Information for users of other networks

Welcome to SorceryNet

SorceryNet Provides

- Friendly, trained and experienced administrators and opers with the time and willingness to answer all your IRC related questions.
- A comfortable, friendly and well-run atmosphere to make your IRC experience an enjoyable one.

SorceryNet Benefits

- Fewer splits, less impact and faster resynchs when a split occurs.
- Less lag and fewer harassers.
- Net specific coders working on ircd and services, giving us flexibility and lots of room for innovation.
- For any channel with a solid userbase, which doesn't rely on large numbers of people walking in at random, a smaller net is better for you.

For example, a role-playing game channel would benefit from running its games on SorceryNet, even if it maintained a channel on a larger net to pick up new players.

NewsFlash

SorceryNet servers are now running updated software providing a selection of exciting new modes, including colorblocking. See here for more specific details

Connect to SorceryNet

In order to connect to our network, you will need to either use an IRC client, or our java applet. See our how to connect page. If you need an IRC client to connect to SorceryNet, an exhaustive list of clients for all operating systems is maintained by Ankh. This page can be found at http://www.valinor.sorcery.net/clients/

If you are having trouble connecting to our network due to the version checking, please see our version checking help page for possible fixes before emailing a complaint.

Enjoy your visit to our homepage and our network!



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HTML: Milambar Graphics: ^JD^

PALM INTRANET

Day: Wednesday Date: 12/17/2003 Time: 14:01:00

Application Number Information

Application Number: 09/814363 Assignments

Filing Date: 03/23/2001 Effective Date: 03/23/2001

Application Received: 03/23/2001 Pat. Num./Pub. Num: /20010031641

Issue Date: 00/00/0000

Confirmation Number: 3923

Bar Code

09814363

Date of Abandonment: 00/00/0000 Attorney Docket Number: 20-431

PALM Location

RPK2

Status: 40 /NON FINAL ACTION COUNTED, NOT YET MAILED

Oral Hearing: NO

Charge to Loc

No Charge to Location

Title of Invention: WIRELESS CHAT AUTOMATIC STATUS TRACKING

Location Date

12/16/2003

Examiner Number: 80224 / PEACHES, RANDY

No Charge to Name

Group Art Unit: 2686

Class/Subclass: 455/456.000 Lost Case: NO

Interference Number: Unmatched Petition: NO L&R Code: Secrecy Code:1 Third Level Review: NO

Secrecy Order: NO Status Date: 12/15/2003

MESFIN, YIRGALEM

Charge to Name	Employee Name	Location

PK2/08/W 17

Appln Info Contents Petition Info Atty/Agent Info Continuity Data Foreign Data Inventors Address Fees Post Info Pre Grant Pub Search Another: Application# Search or Patent# Search PCT / Search or PG PUBS # Search Attorney Docket # Search Bar Code # Search

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PALM INTRANET

Day: Wednesday Date: 12/17/2003 Time: 13:59:38

Application Number Information

Application Number: 09/793089 Assignments

Filing Date: 02/27/2001

Effective Date: 02/27/2001

Application Received: 02/27/2001 Pat. Num./Pub. Num: /20020119793

Issue Date: 00/00/0000

Date of Abandonment: 00/00/0000

Attorney Docket Number: 20-443

Status: 30 /DOCKETED NEW CASE - READY FOR EXAMINATION Oral Hearing: NO

Confirmation Number: 1200

Examiner Number: 69003 / CUMMING, WILLIAM

Group Art Unit: 2683

Class/Subclass: 455/466.000

Lost Case: NO

Interference Number:

Unmatched Petition: NO

L&R Code: Secrecy Code:1

Third Level Review: NO

Secrecy Order: NO

Status Date: 06/20/2001

Title of Invention: MOBILE ORIGINATED INTERACTIVE MENUS VIA SHORT MESSAGING SERVICES

Bar Code	PALM Location	Location Date	Charge to Loc	Charge to Name	Employee Name	Location
09793089	<u>26C9</u>	12/16/2003	No Charge to Location	No Charge to Name	NORFLEET, CASSIUS	FRAN/01/

Appln Info Contents Retition Info Contents Retition Info Continuity Data Foreign Data Inventors: Address Fees Post Info Pre Grant Public Search Another: Application# Search or Patent# Search PCT / Search or PG PUBS # Search Attorney Docket # Bar Code # Search

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o PALM INTRANET

Day: Wednesday Date: 12/17/2003 Time: 14:00:34

Application Number Information

Application Number: 09/588460 Assignments

Examiner Number: 79534 / LEVITAN, DMITRY

Filing Date: 06/06/2000

Group Art Unit: 2662

Effective Date: 06/06/2000

Class/Subclass: 370/352.000

Application Received: 06/06/2000

Lost Case: NO

Patent Number:

Interference Number: Unmatched Petition: NO

Issue Date: 00/00/0000

Date of Abandonment: 00/00/0000

Unmatched Fettion: NO

Attorney Docket Number: 20-432

L&R Code: Secrecy Code:1

Status: 30 /DOCKETED NEW CASE - READY FOR EXAMINATION

Third Level Review: NO

Secrecy Order: NO Status Date: 10/12/2000

Confirmation Number: 9173

Oral Hearing: NO

Bar Code	PALM Location	Location Date	Charge to Loc	Charge to Name		Employee Nan	пе	Location
<u>09588460</u>	<u>26M1</u>	12/05/2003	26X1	LEVITAN, DMITE	RY M	ESFIN,YIRGA	LEM_	PK2/03/C 14
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PALM INTRANET

Day: Wednesday Date: 12/17/2003 Time: 14:00:46

Application Number Information

Application Number: 09/785438 Assignments

Examiner Number: 69456 / BURGESS, GLENTON

Filing Date: 02/20/2001

Group Art Unit: 2153

Effective Date: 02/20/2001

Class/Subclass: 709/216.000

Application Received: 02/20/2001 Pat. Num./Pub. Num: /20020133568 Lost Case: NO Interference Number:

Issue Date: 00/00/0000

Unmatched Petition: NO

Date of Abandonment: 00/00/0000

L&R Code: Secrecy Code:1

Secrecy Order: NO

Attorney Docket Number: 20-433

Third Level Review: NO

Status Date: 05/12/2001

Status: 30 /DOCKETED NEW CASE - READY FOR EXAMINATION Confirmation Number: 5002

Oral Hearing: NO

Title of Invention: INDIVIDUALIZED NETWORK INFORMATION SERVER

Bar Code	PALM Location	Location Date	Charge to Loc	Charge to Name	Employee Name	Location
09785438	<u>21C9</u>	11/21/2003	No Charge to Location	No Charge to Name	NORFLEET, CASSIUS	FRAN/01/
Appln Info	Contents Petition	Info Atty/Agent	Info Continuity Data	Foreign Data Inventors	Address Fees Post Info	Pre Grant Pub
Search Another: Application# Search or Patent# Search						
	PCT /	Search	or PG PUBS #	Search		
	Attorney Docket # Search					
	Bar Code #	S	earch			

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Night Light IRC Proxy (IRC Bouncer)

by Jonas Kvinge < jonas at night-light dot org>

- 1. A short introduction
- 2. The purpose
- 3. How it work
- 4. Download
- 5. Configure, compile and install on unix
- 6. Install and configure on windows
- 7. Configure the IRC client to connect to the IRC proxy
- 8. Special commands
- 9. Frequently asked questions
- 10. How to get help
- 11. Sending feedback
- 12. Reporting bugs
- 13. How to help

1. A short introduction

Night Light IRC Proxy is a multi-user IRC (Internet Relay Chat) proxy written in C.

An IRC proxy (IRC bouncer) is a program that runs on a machine between your IRC client and the IRC server. The ircproxy connect to the IRC server, then you connect to the ircproxy with your IRC client. The ircproxy program will forward data sent by the IRC server to one or more IRC clients connected to the ircproxy and will forward data sent from the IRC clients to the IRC server.

If you do not know what IRC is, then ircproxy probably isn't for you.

This ircproxy compared to similar IRC proxies is more flexible. It include the following configuration files:

- A listen configuration file (listen.conf) where you specify what hosts and ports users can connect to.
- A access configuration file (access.conf), where you specify which IP-addresses or hostnames users can connect to the ircproxy from
- A optional user configuration file (user.conf) (with optional encrypted passwords), where you specify usernames/password allowed that IRC clients must send to get access.
- A connection configuration file (conn.conf) where the actual IRC connections to IRC servers is specified, each connection is owned by a specific user defined in user.conf.

The ircproxy can compile and run successfully on most UNIX systems. It has been successfully compiled and installed on FreeBSD, OpenBSD, NetBSD, Linux, Solaris, OSF1, HP-UX and Windows (Cygwin).

2. The purpose

What exactly can ircproxy do?

• Share your internet connection.

If you dont have direct access to the internet but another machine (router or server) on the network has internet access. You can share the internet connection using a this ircproxy for IRC access. Even your already using NAT, SOCKS or a forwarding proxy, ircproxy is probably preffered because it will allow you to have ident on IRC, and different ident can be replies for different users.

Get your own hostname from a shell ISP or hide your host behind a server.

If your internet service provider does not allow you to have a static IP with your own hostname, or you simply want to hide your real host. You can simply buy shell space from a ISP and eventually buy your own IP-address from the ISP to use with ircproxy.

Keep your IRC connection alive even when you disconnect with your IRC client.

If you have a dial up connection but want your client connected to IRC 24/7, you can install ircproxy on a server. This ircproxy will keep the IRC connection alive after you disconnect from the ircproxy with your IRC client.

Restrict data sent to the IRC server to prevent flooding the IRC server.

Solve problems getting disconnected with "Excess Flood", possible cause for this is that someone is flooding you with CTCP's or similar. This ircproxy will restrict you from sending data faster to the IRC server then the IRC server will allow. It will simply queue the data you send and keep it until the IRC server is ready to take more data without disconnecting you. However the queue is also restricted, there is a max sendQ, if it is reached your IRC client will be disconnected but the connection to the IRC server still stay alive.

• One connection to IRC from more then one machine at the same time.

With ircproxy you can be connected to IRC from two or more machines at the same time without more then one connection to the IRC server. This ircproxy will allow you to resume a IRC server connection from more then one machine at the same time.

3. How it work

When you connect to the ircproxy with your IRC client, your host is first checked against the access configuration to see whether it can allow access from your host.

If access is denied by the access configuration rules, your IRC client will be disconnected with a message. Otherwise, your IRC client must send a "PASS", "USER" and "NICK" command to the ircproxy, once that is received, the username sent in "USER" and the password sent in "PASS" will be matched against usernames/password on the system (or user.conf), if it matches, the IRC client will be grated access.

Once your IRC client is connected to the ircproxy, you may select which connection to resume, as a user can have several IRC server connections defined in the connection configuration file. However users can only connect to the IRC servers defined in the connection configuration file, which give you more control. Connections stay alive independent of users, which mean that if a user disconnect from the proxy, the connection will still stay alive.

Several users can connect to the proxy with same username and resume the same IRC server connection. This feature is useful if you want to connect to IRC both from home and work at the same time without cloning.

A server administrator for a UNIX machine can install the ircproxy with the root option so that usernames and passwords are read from the system, instead of using a seperate configuration file for usernames and passwords. This way all users that have access to the system automatically have access to ircproxy.

With the root option and ident installed, the ircproxy can set correct ident for each connection. It can also save each users log files in their respective home directory.

The root option does not make the ircproxy run as root, it will immediately drop root privilege to the UID you set in 'make config' and only switch back to do small operations such as setting correct ident for a connection.

4. Download

PL = PatchLevel, for example "ircproxy-1.2.41.pl1" is newer then "ircproxy-1.2.41" but the changes are minor.

"LATEST RELEASE" is the latest version released but has not been thoroughfully tested.

"LATEST KNOWN-WORKING" is the latest release that has been compiled, installed and has been running on many systems without any problem.

A new release will never get KNOWN-WORKING before it has been tested on many systems by many different people. Even if the changes in the release are minor.

PL4 will fix ireproxy not using server passwords even if written cornecily in the connection configuration and that it does not compile on SunOS <= 5.7

The "d" or "s" is not part of the version number.

The "s" (static) releases use mostly fixed strings, this release will use more memory then the "d" (dynamic) release, this release was

discontinued in 2001 and is currently not avilable for download. The "d" (dynamic) releases use the strrealloc() function and allocates most memory using malloc(), it also has advanced memory debugging.

The following packages are currently available:

Full package with source code for UNIX

```
17/09-2003: Released: ircproxy-1.2.41d.pl4 (LATEST
KNOWN-WORKING)
08/09-2003: Released: ircproxy-1.2.41d.pl3
07/09-2003: Released: ircproxy-1.2.41d.pl2
07/08-2003: Released: ircproxy-1.2.41d.pl1
05/08-2003: Released: ircproxy-1.2.41d
29/07-2003: Released: ircproxy-1.2.40d.pl3
29/07-2003: Released: ircproxy-1.2.40d.pl2
27/07-2003: Released: ircproxy-1.2.40d.pl1
23/07-2003: Released: ircproxy-1.2.40d
10/07-2003: Released: ircproxy-1.2.39d
22/06-2003: Released: ircproxy-1.2.38d.pl1
13/06-2003: Released: ircproxy-1.2.38d
01/06-2003: Released: ircproxy-1.2.37d
29/05-2003: Released: ircproxy-1.2.36d
04/05-2003: Released: ircproxy-1.2.35d
05/01-2003: Released: ircproxy-1.2.34d
```

To download click on the release obove or choose from one of the following download sites:

Sourceforge (Many locations and always up to date)
Tucows (More locations then Sourceforge but not always up to date on the latest release)
Night Light Private Network (My own location in Norway, much slower should only be used if the others are unavailable)
pinkfloydsound.com (My other location, very slow FTP)

Package with precompiled binary (exe file) for windows

This package only contain a precompiled binary for Windows and configuration files. They were compiled with cygwin and gcc using the source code obove. I do not compile a new Windows binary for every new release, if you want you can compile your own version using the Cygwin tool, just remember to run make config and enter 'y' when asked for WIN32.

```
21/09-2003: Released: <a href="ircproxy-win32-1.2.41d.pl4">ircproxy-win32-1.2.41d.pl4</a> (LATEST KNOWN-WORKING)
```

07/08-2003: Released: <u>ircproxy-win32-1.2.41d.pl1</u> 27/07-2003: Released: <u>ircproxy-win32-1.2.40d.pl1</u> 13/06-2003: Released: <u>ircproxy-win32-1.2.38d</u> 01/06-2003: Released: <u>ircproxy-win32-1.2.37d</u>

To download click on the release obove or choose from one of the following download sites:

Sourceforge (Best site with many download locations around the world)

Night Light Private Network (My own location in Norway, much slower should only be used if the others are unavailable) pinkfloydsound.com (My second location in Norway, much slower

should only be used if the others are unavailable)

5. Configure, compile and install on unix

Download ircproxy and upload it on the unix machine where you want to install it.

To extract the package, type the following commands (replace "ircproxy-versiond" with your release, for example ircprpxy-1.2.31d).:

gunzip ircproxy-versiond.tar.gz tar -xvf ircproxy-versiond.tar

Now you are ready to set up the configuration and compile ircproxy.

Type the following command to change directory to were ircproxy is located:

cd ircproxy-versiond

Then the following command to run the system configuration script to make IRC proxy compile on your machine:

./configure

Alternatively you can configure ircproxy prior to compilation, however this is only recommended for experienced ircproxy users, the command is: 'make config'.

To compile ircproxy, type the command:

make

If it succeed, you should see something like this:

gcc -O3 -Wall -g -Wtraditional -Wshadow -Wcast-qual -Wcast-align -Waggregate-return -Wstrict-prototypes -Wmissing-prototypes -Wmissing-declarations -Wredundant-decls -Wnested-externs -Wlong-long -Winline -I../include -I../config -c chan_user.c -o chan_user.o gcc main.o syscalls.o strcalls.o irccalls.o memcalls.o memlist.o ares_io.o ares_tcp.o ares_udp.o ares_query.o ares_parse.o access_conf.o listen_conf.o user_conf.o conn_conf.o listen_io.o user_io.o conn_io.o chan.o chan_user.o -lcrypt -o ircproxy

However if you see some errors followed by:

Stop in /home/jonas/ircproxy-1.2.37d/src.
*** Error code 1

This means that there is a problem and ircproxy diddent compile successfully on your system.

Please see "Reporting bugs" on how to submit a problem report.

Oterwise you are now ready to install ircproxy, type the following command:

make install

The 'make install' script will do the following:

- * Add ircproxy user and group to the system (for ROOT only).
- * Install ircproxy binary and configuration files.

* Automatically add ircproxy to crontab.

If you choose ROOT in the 'make config' script, the ircproxy will be installed in '/usr/local/ircproxy', otherwise it will be installed in '/home/user/ircproxy'.

cd /home/yourname/ircproxy

You are now ready to configure ircproxy with your personal settings.

Type the following commands to edit the each configuration file one by one:

pico data/listen.conf

In this file you select what port(s) to listen on for incoming connections. Choose a port thats not already in use, the default is 6667 but may be in use.

pico data/access.conf

This is the file were you select what hosts are allowed connection to the proxy. Noone will be granted access unless they send a valid USER and PASS to the proxy, so what you can do if you want to connect from anywhere, is to set DEFAULT ALLOW instead of DEFAULT DENY. This will make the proxy allow connections from any host, but it will still check if the USER and PASS is correct.

pico data/user.conf

In this file you configure users allowed to access the IRC proxy. You need to encrypt the passwords with the 'mkpasswd' tool, unless you selected 'n' on "Password encryption" in 'make config'.

To encrypt passwords, type the following commands (assumed that you are in the ircproxy source code directory).

cd src ./mkpasswd

You will be asked for a password in plain text and it will give you the encrypted password to insert in the user configuration file.

pico data/conn.conf

In this file are the real connections to IRC servers. Each connection must be owned by a USER configured in the user configuration (or in the system if you chose to run the ircproxy as root and use /etc/passwd instead).

Once you have edited all those files, you can start ircproxy with the following command:

./ircproxy

You can now try to connect to the proxy with your IRC client. The logs are located in /home/yourname/ircproxy/logs, named: "ircproxy.log" and "ircproxy-error.log".

Remember to set up your IRC client with the username you configured in the user configuration file and with the accurate password as server password. Both username and passwords are case sensitive!

6. Install and configure on windows

Download the ircproxy zip file and uncompress the files with WinZip or similar to c:\ircproxy.

Edit resolv.conf, enter your nameservers. Read more about how to find your nameservers further down on this section of the page.
 Edit the files "access.conf", "listen.conf", "user.conf" and "conn.conf" found in the "data" directory.

If you want, you can use encrypted passwords. To do that run "ircproxyc.exe" instead of "ircproxy.exe". Click on the MKPASSWD.BAT file to create encrypted passwords.

3. Double click on "ircproxy.exe" or ircproxyc.exe depening on whether you encrypted your passwords in user.conf.

In the ircproxy MS-DOS window, you can type 'REHASH' + <ENTER> after you edited any configuration files, without restarting ircproxy.

To exit ircproxy, type: EXIT or press CTRL + C in the MS-DOS window. Do not just close the window with the [X], because it will prevent ircproxy from saving the logs before it exit.

How to find your nameservers to insert in "resolv.conf":

On Windows 2000/XP do:

- 1. Go on START --> RUN
- 2. Type: cmd and press <ENTER>
- 3. In the prompt, type nslookup

You should see:

Microsoft Windows 2000 [Version 5.00.2195] (C) Copyright 1985-2000 Microsoft Corp.

C:\>nslookup Default Server: paintbox.pinkfloydsound.com Address: 217.118.34.41

Where "217.118.34.41" is the nameserver to insert in "resolv.conf".

On Windows 98/ME do:

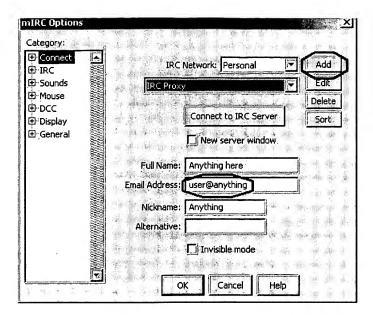
- 1. Go on *START* --> *RUN*
- 2. Type: winipcfg and press <ENTER>

You should see a box that say "IP Configuration", click the button "More Info". You see a colum that say "DNS Servers", there should be listed 2 IP-addresses, insert those in "resolv.conf".

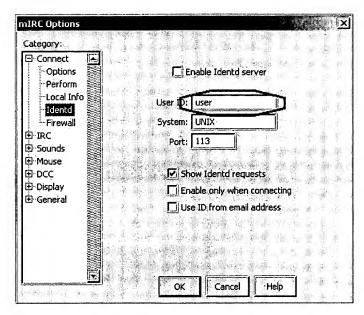
7. Configure the IRC client to connect to the IRC proxy

The ircproxy use the username and server password in your IRC client for authentication, so it is important that the username / userid in your IRC client is set to the one configured in user.conf (or the user account on the UNIX machine if you did not specify to use seperate configuration file) and that you specify the accurate password as server password in your IRC client.

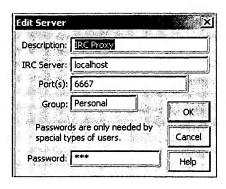
Here is how to configure ircproxy in mIRC:



mIRC send the name in front of the '@' in the e-mail address as username, so this name need to be the same as the user configured in the ircproxy. Don't worry about what is after the '@', it does not matter.



Also make sure that the same user is set in Connect/Identd because some versions of mIRC send the Ident User ID as username instead of the e-mail address.



Press ADD in the CONNECT dialog to add the IRC proxy as a IRC

server. Make sure IRC server is the host of the unix (or Windows) machine running the IRC proxy and that the correct port is listed in Port.

Enter the password configured in ircproxy in plaintext on 'Password' in the mIRC server dialog.

8. Special commands

Once you are connected to the ircproxy, it will give you the status of your connections defined in 'conn.conf', if their connected or disconnected. If it say 'No available connection' instead, it mean that you configured your 'conn.conf' file wrong. Look in logs/ircproxy-error.log to see the problems with your 'conn.conf' file. If there are no errors, make sure the user configured in 'conn.conf' is the same as the user configured in 'user.conf'.

The ircproxy will automatically attempt to connect to the servers listed for the connection if the 'AutoConnect' option was set to '1' in the connection configuration file. However there is a delay between the connection attempts, so it might take some time. To try connect to a server manually, type the command, "PCONNECT <Connection name> [Server]".

You will need to send the command 'PATTACH <Connection name> to actually receive data sent from the server. If you do not, you will only get the status of the connection in a NOTICE.

Here is a list of the proxy commands. You can use all these commands whether attached to a connection or not.

PCONNLIST List the connections configured in

'conn.conf' for your username.

PCONNECT (Connection name)

(Server)

Connect to a specific server.

PQUIT (Connection name) Request the connection to quit from

IRC.

PATTACH (Connection name) Attach to the connection.

PDETACH Detach from the connection.

READLOG (Connection name) Read your away log. ERASELOG (Connection name) Erase your away log.

9. Frequently asked questions

Q: I configured everything correct, still I get the message "ERROR USER / PASS is incorrect." A:

Either you diddent encrypt your password correct in the user.conf, or diddent enter your username or password in the IRC client correctly. Check the following:

- Double check the format of the "USER:username:password" line in user.conf, do not enter # in front of the line. Check if ircproxy give you any complains abut user.conf on startup.
- Make sure you have encrypted your password in the user.conf file using the "mkpasswd" utility, and remember what you typed so that you can insert the plaintext password in your IRC client. There is no way you can find out the

- plaintext password once it is encrypted using mkpasswd!
- Make sure USERNAME, IDENT, USERID or similar in your IRC client is set to one of the usernames you configured in "user.conf"
- Remember both usernames and passwords are case SENSITIVE, this mean that "User" is NOT the same as "user".
- Remember to rehash the ircproxy after you edited files, on UNIX you can do this with the command: "ircproxy -r". On Windows, simply type the comamnd "REHASH" in the ircproxy window.
- Your not supposed to enter the encrypted password when you connect to the IRC proxy server, ONLY in user.conf.

If it still does not work. Try to telnet directly to the ircproxy server and send the PASS/NICK/USER command manually.

Go on START/RUN, enter "telnet <host to ircproxy> <port to ircproxy>", then press OK.

A window should open to the ircproxy server.

Type the following:

Remember the 0 0:0 after the username, do not enter < and > around the password. If this work, your IRC client is not configured correctly. If it doesnt work, there must be something wrong with the ircproxy user configuration file.

10. How to get help

If you are having problems with ircproxy or questions rearding ircproxy, feel free to join my channel #eclipsed on Undernet. The channel is a help channel for eclipsed and ircproxy as well as a channel for my IRC friends, so don't expect all users in the channel to know anything about ircproxy. Ask the questions in the channel, not on private msgs. Don't ask to ask, just simply ask the question. This way those available to help can answer your questions. There isn't always users available to help so alternatively you can send an e-mail to "ircproxy at night-light dot net". Replace the "dot" with "." and "at" with "@", the e-mail address is written like this to prevent automatic spam.

11. Sending feedback

Feedback is always welcome, my e-mail address is "jonas at night-light dot org". Replace the "dot" with "." and "at" with "@", the e-mail address is written like this to prevent automatic spam.

12. Reporting bugs

If the ircproxy will not compile ('make' fail with errors). Make sure you are using GNU make and GCC. Many systems does not use GNU make or compiler as default, try installing GNU make and gcc and try again.

First, make sure you have GNU Make and GCC installed. If your installing on Linux, you are almost garanteed to have it installed, but other systems might not have it. (You can try to continue without it,

but probably it will fail at some point).

To check if you have GNU Make, type: make --version

If it say something else then GNU Make, download and install GNU Make: http://www.gnu.org/directory/make.html

To check if you have GCC installed, type: gcc -v

If it say "not found", go to http://gcc.gnu.org to download GCC.

It is also possible that GCC or GNU Make is installed but somewhere else then the first match in your PATH, to search for GCC and GNU Make, try: find / -name 'gcc' and find / -name 'make'

A compilation report must include: operating system, compiler, compiler version and 'make' output. Some systems might have another compiler then 'gcc' installed, ircproxy might not work with other compilers, try installing gcc, to download go to the gcc homepage.

If the ircproxy exit with segmentation violation, abort or other abnormal exit, please send your "ircproxy.log" and "ircproxy-error.log" file, also if possible send the 'setup-file' file found in the setup directory attached in to the e-mail. The report should also include system information, compiler and compiler version.

For system information, type: uname -a To see compiler version (if gcc): gcc -v

For other bugs include a detailed description of the problem with much information as possible.

The problem should be sent in an e-mail to ircproxy-bugs at night-light dot net.

13. How to help

Want to help me make ircproxy better? Help is always welcome. Here is a list of what I need.

- Improve the documentation
- Testing
- Locating bugs or problems
- Suggest or write new features
- Improve makefiles, shell scripts or source code
- Port ircproxy to other operating systems (SGI Irix, AIX or others)

Do not send me an e-mail asking to be part of this project, this project is open for people to constribute, if you contribute in some form you will be given credit in the AUTHORS file and added to the sourceforge memberlist. I will not put you on the AUTHORS file or the sourceforge memberlist before you actually constributed something to the project.

Want to help me port ircproxy to other operating systems? Below is the updated list over operating systems.

Operating system	Compiles Notes		
OpenBSD	Yes	OK with no warnings.	
FreeBSD	Yes	OK with no warnings.	

NetBSD	Yes	OK with no warnings.
IBM AIX	Not tested	Anyone can get me a login shell?
Ultrix, OSF/1, Digital UNIX, Tru64	Yes	OK with no warnings.
Linux	Yes	Tested OK on Mandrake, RedHat, Debian and SuSE. OK with no warnings.
SGI Irix	Not tested	Anyone can get me a login shell?
HP-UX	Yes	OK with no warnings.
Sun Solaris (SunOS)	Yes	OK with no warnings.
Windows (Cygwin)	Yes	OK with no warnings.
SCO (UnixWare, OpenServer)	Not tested	Anyone can get me a login shell?





* Brothersoft	BrotherSoft Downloads
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BrotherSoft
GoldDownload Review Staff give this product a Pick Award
because it is easy to use, it has a professional-looking
interface, it is excellent compared to other programs in this

section and so on.

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Chat Now



Start Chat

What's new

Latest development 2.7.2 preview

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FAQ

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What browser do I need?

Netscape4.08 or above and Internet Explorer4.0 or above. AOL browser is also supported as it is essentially Internet Explorer. Other browsers probably will fail unless they can bypass the applet security sandbox. (It has been reported that on Mac platform the applet works properly only with; we suggest you use IE4.5 if you have Mac)

What is that pop up window asking for "permission"?

We sign the applet with Thawte digital certificate to by pass the Java applet sandbox. You can safely say yes to this request. If you don't grant these permissions, the applet will not function properly.

How come I cannot connect?

There are several possibilities.

- You are using a very old version of IE or Netscape. Only IE4 or above and Netscape 4.08 or above is supported by jIRC applet.
- When the popup window first appears and asks for granting permission, the user denies the request. Without such permission, the applet will not be able to connect to any IRC servers around the world. It can only connect to the host the applet was downloaded from.
- Some IRC servers deny connection from some ISP domains(due to abuse or flooding coming from that domain). For example, some IRC servers do not allow AOL users to connect. And some IRC servers require you to have Identd installed and running on your computer (Identd is included in jIRC, and it is turn on by default). There are thousands of public IRC servers available, you can always find one that is friendly to your environment.
- IE browser allow users to modify its Internet Security Setting, if you are not using the default security setting and disable the support of signed applet, jIRC may not work properly. If this is the case, revert the IE security to default medium level.

Is that possible to get rid of the pop up window when the applet is first loaded?

This is only possible **IF** your jIRC applet is hosted on the same machine as the IRC server you want to connect to.

If you are the system admin or webmaster who can put the IRC server and a web server in a same machine, then you can do the following to remove the popup security window:

Remove the line that says: <param name=CABBASE value="jirc_mss.cab">

Change the applet file name from jirc_nss.zip to jirc_pure.zip e.g <applet archive="resoures.zip,jirc_pure.zip" code="Chat.class" >

The current restriction is due to Java Security sandbox; and for security reason, if you cannot do the above, then users have to accept the permission request popup window from IE or Netscape.

Can I use my own logo?

Yes! By default, jIRC applet use the image file IRCLogo.gif found in the download package. You can simply replace it with your own logo. We recommend the logo image size to be around 52 x 88. Remember the image file must be in the same directory of the jar file.

Where can I get it and is it free?

You can download jIRC applet for free and install it in your web site. If you find it useful, please <u>register</u> it. Registration fee is only \$US49.99. Each web site you deploy jIRC applet on, requires a licese key. Starting from version 2.42, jIRC applet will compare the applet host name and the registered host name, so you will need license key for each web site you installed your jIRC applet.

By registering the applet, you will be able to modify some of the wordings on the applet and have access to some advance configurations later when available.

What is your license key policy?

You are required to obtain a license key for each web site you deploy the applet to.

Starting from versoin 2.42, jIRC will also check your applet host name and compare with license key's URL value, if they do not match, it will return unregistered.

In general, we DO NOT provide service to change the data of your license key once the key was sent out. Therefore, it is important for you to enter the right information at first during registration.

If you register for http://www.mycompany.com/, your license key is ONLY good for the site of www.mycompany.com, no matter if you have host alias or virtual host name running on the same machine or not.

Later on if you want to place the applet to chat.mycompany.com, you have to purchase a new license key just for chat.mycompany.com. No exception

Tips:

If you have or plan to have subdomain, it is recommended that you register for the top level domain name. e.g mycomany.com, instead of www.mycomany.com In this way, you can deploy the applet everywhere under *.mycomany.com

Is future upgrade free of charge?

Absolutely, once you register, you are entitled for all future upgrade releases, free of charge!

I need more help on configuring the applet, where can I find more examples or samples?

Several jIRC applet fans have put up some pages to help other users to configure the applet. We appreciate their efforts and hope the following links can give you some ideas.

WT-jIRC

Using some advance HTML and javascript, this tool will help you create some nicely looking chat pages. May require some installations on your web site

GojIRC Front End!

Enhanced version of the WebT tool, plus a parameter builder.

I got a "Class Not Found" error when install the applet on my web site, what is the problem?

This is most likely the mistakes that users or webmasters make. First, make sure the jirc.nss.zip and jirc_mss.cab files are located at the right place. If you are using the chat*.html file from our download package, you don't need to do anything at all. Once you unzip the jIRC.zip file, everything will be located in the right places.

There are some other system level issues that causing this problem. Please see here for details.

I am befind firewall, can I connect to IRC servers outside?

Currently, jIRC does not support proxy connection. It means that jIRC appletcan only connect to IRC servers inside your local network if you are behind company's firewall.

How come the Identd is not responding?

First of all, make sure you have really enabled the identd support.

And if you are running on a Unix machine, your browser need to be executed by root or superuser, so that the applet will have the permission to listen to the low port number.

Also notice that, Identd basically needs to listen to an incoming request from the IRC server, if your network or firewall does not allow incoming traffic, identd will not be able to send back the response to IRC server.

When connect to IRC server, applet give me "Security Exception" error, why is that? and how to fix it?

This may be cased by the user's browser setup problem, <u>see here</u> for some of the solutions.

The other possibility is that, the webmaster unzip the jirc_nss.zip and jirc_mss.cab file. Such action will break the digital signature that helps jIRC applet to bypass the Java Security "SandBox" restriction. Webmaster please make sure jirc_nss.zip and jirc_mss.cab is the original file without any modification. Any slight changes to the file will break the digital signature.

Can I use my own certificate to sign the applet?

Yes, you are welcome to use your own certificate to sign the applet. This can give your users more confidence to grant the permission as they see your branding on the certificate. In order to obtain your signing certificate, you need to prepare quite a lot of documentation and some \$200 - \$200. It is only recommended for advance users. For more information, please visit www.verisign.com or www.thawte.com

Does jIRC have different language version?

We don't but we have provided a set of parameters that you can use to define your labels and buttons text and hence give you a complete control of what wordings or language to use on the GUI front end. These parameters starts with "FieldName*", please see the manual page for more information.

How to display characters other than English?

This is a complex issue.

(Note: Currently, this function may not work for all user environment, we will implement better support in future release.) First of all, user's browser environment must have the proper font installed. Without the correct font installed, jIRC will not be able to display these characters. Fortunately, if you are using Chinese Win98 and IE for example, this may already be done for you.

Last but not least, the webmaster needs to tell the applet what encoding method to use. Starting from versoin 2.41, there is a new parameter called "EncodeMethod", that allows the applet to do different encoding for different languages. Please see <u>Sun Microsystems Java web site</u> for a list of encoding method. For example, to display Big5 encoded Chinese characters, set the parameter:

<param name="EncodeMethod" value="Big5>

Is that possible to ignore the join/leave message, MOTD, and other server messages?

Yes, you can use the "IgnoreLevel" parameter to control what to display and what not to display. Basically, if you set IgnoreLevel to 3,

you will not see most of the server messages during login and the join/leave messages.

How to use JavaScript to control and send command to applet?
Starting from version 2.41, "LiveConnect" is supported through a function name in the applet called "processJInput(String)".

It is essentially the same as you type something from the input text field. The idea is to use JavaScript to collect the message or command you want to issue from a drop down list, checkbox, input field etc, and send it to the applet through the processJInput() function.

Please use our demo page as starting point if you are not familiar with JavaScript.

[insert tutorial from other site (pending) ...]

Where to put my audio files and what format it supports?

Currently, Java applet only support *.au audio format, with these specification: 8-bit ISDN u-law, mono, 8000 Hz.

All audio file name must be in the form of "sound_xx.au" where xx is the name of the sound file you use in "/s xx" command.

You must place all the sound files in the same directory of your applet zip/cab file.

What is IRC network anyway?

Please check the IRC help web site at http://www.irchelp.org

Which server to use?

You want to configure the applet such that all servers belong to the same network(DALNet,Undernet,EFnet, IRCnet are the major four). If two servers are on two different networks, your web site visitors will not see each other. Please check out this page for the description of each network and server list if you are not familiar with IRC network servers. Notice that some ISP IRC servers only allow access from their subscribers, so it is good to pick some public IRC servers to use. There are thousands of IRC servers available, you can definitely find the one really suit your need.

AOL users should try irc.mindspring.com, irc.ais.net or irc.prison.net.

Will jIRC support DCC file transfer and banner function future? The simple answer is "No".

DCC functions will require more additional permissions in order to complete the operation, and therefore it will not be supported. Also, there are already a lot of third party banners available on the net, it is pointless to add another one on jIRC applet. Webmasters can easily embeded third party banner on top of the applet. This will give users the most flexible way to create their ads environment.

Is there any limitation on how many users can log into a channel at the same time? and how can I create a channel?

Since jIRC applet is only a client, it really depends on how the IRC server handles such situation; jIRC will work just fine as long as the IRC server allows such situation.

Creating a channel for yourself is very simple, just type /join yourchannel, if the channel does not exist, it will be created for you automatically.

Any known problems?

Some web servers cannot recognize the *.cab Mime type and

- hence your IE browser will not able to load the jirc_mss.cab file from server. To fix this, try to rename jirc_mss.cab to jirc_mss.bin or jirc_mss.jar and the corresponding HTML code.
- Some free web hosting sites do not allow direct download of zip or cab files(e.g www.angelfire.com). They require users to see the ads first before they can be linked to the zip or cab file. In general, applet will not work under such condition. Solution is to simply switch to another hosting service which does not have this restriction.
- When using InitCommands, the color code (%C) will not be parsed and hence people will see the "%C" instead of the real color change.
- On some old IE browser, if the jIRC applet is started by using JavaScript to popup the window, closing such window will cause some PC to freeze and reboot will be required. The best way to avoid it is to not using the JavaScript to popup the window, use CGI instead. Or do a complete IE system upgrade(from JVM to JavaScript).

Can you help us to create a special version of jIRC?

 Currently, we do not have extra resources to build customized version. We will re-evaluate this in future.

Where to find more information?

You can contact us through email at support@jpilot.com

Home | Products | Downloads | Purchase | Support

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Home | Products | Downloads | Purchase | Support

jIRC Quick links: manual | faq | demo

Chat Now



Download JPilot jIRC applet

JPilot jIRC applet is shareware, you can download the software for evaluation purpose only. If you find it useful and want to continue to use on your web site please <u>register</u> it.

What's new

Latest development 2.7.2 preview

Search on this site:

Search.

What's New?

Current Production Version is 2.7.0

To download the software, please first fill out the following information:

*Name:	*Email:	
Your web site:		
Comment:		
* Required fie	ld	
	JPilot jIRC applet version 2.7.0(Current version)	
	Download it now! Reset	

Changes Log

From Version 2.7.0

- User listing now support using icons to represent the mode status (set UserModeIcons to true if you want to use it, it is off by default)
- fixed animated gif not animated problem
- images can now be stored in an additional zip or cab file (resources.zip or resources.cab) to speed up download time
- change cursor to busy when mouse over hyperlink
- new license key format for coming new release
- There is now a profile button on the private chat window, webmaster can implements its own profile display page if they want to use this feature.
- fixed the java.lang.ArrayOutOfBoundsException when using %\$HN but not user is selected
- parameter to control topic bar disable or not (DisplayTitleBar)
- parameter to control chat screen scroll buffer(ScreenBufferPageSize)
- parameter to disabe text input field(DisplayTextInput)

- parameter to set showurl target window name(URLWindowName)
- disabled AllowURL , replace with AllowShowURL, AllowHyperLink
- readJOutput(\$%HN) api return "" when no user is selected in the user list.
- Fix the ordering of operators and voice users in the user list
- complete remove "About" windows to reduce size
- When nickname already taken, change the way of picking new nick name i.e Keep first character, and a random number follow
- Fix /quite command somtimes produce exception error.
- clear user list when disconnect
- remove the extra "/" when requesting logo image, so some web servers will able to serve the content
- Fix bug of not able to clik url link after many messages. This is especially true if using smileys that are higher than the text height.
- Fix bug of FieldNameOwnChannelLeft parameter from previous preview version.
- Fix bug of "bold and long sentence contains smiley will make the icon overlap
- New parameters to set the wordings of " has join the channel ", " is now known as", " has left the channel ".
- New parameter to control playing the sound file when user leave the channel (AllowLeaveSound).
- New parameter to control a timestamp on each user message received(TimeStampFormat, AllowTimeStamp).
- New parameter to control the logo border and config border color(LogoBorderColor, ConfigBorderColor).
- New parameter to control signoff signautre text
- New parameter to control the logo gif file name (LogoGifName).
- New public LiveConnect API allow JavaScript to query for the special variables in the applet. jchat.readJOutput(val), where val is the 3 special variables defined in previous version.
- Fixed the bug of not breaking a single word to multiple part when the single word is actually longer than the screen width.
- Dropped the requirement of all the special variables need to ends with white space. This should prevent users from making mistake when putting their chat html configuration.
- Fixed the color code implmentation in the applet that color is now based on two digits code format. One digit color code will contine to work, but may result in unexpected results if your sentance rigth after the color code is also a digit.
- Fixed the /me command in the PM window should also go into PM in the other side instead of main channel.

From Version 2.6.0

- -New signing and code changes that Netscpae on Mac can run the applet correctly.
- -fix smiley images loading problem when user define many images .
- -Ignore by code number and keyword *** new parameter IgnoreCode ***
- -away message display on applet screen
- -/me private message to user(at private chat) will no longer appear in the main window
- -option to dispaly Connect/Disconnect button
- -putback the OK button ** new Parameter DisplayConfigOK, FieldNameOK
- -Socks Proxy support, properties defined, add gui and code, need SOCKS4 proxy server on your firewall network.

- -play a sound file when people join.(sound_join.au)
- -fix the Alias list and the sepcial variables like \$%HN combination bug
- -support channel type with non "#"
- -fix the bug of color code starts with 01, 02, instead of 1,2
- -support half op (+-h), and rework the mode change handling and display
- -fix the bug of user list not in alphabetical order when new user join, own user always at the bottom
- -add ignore function
- -hostname can be set from html properties instead of "localhost" by default. To avoid "too many connections" message from some irc networks.
- -fix the problem of /away /notice command that does not add the ":" with the message

From Version 2.51:

- Chat input text field will receive focus whenever the chat screen is displayed.
- Fix welcome message lost bug.
- Fix #%\$C variable bug
- New param UserListWidth
- New param DisplayUserList
- Provide workaroud for early IE's freeze problem

From Version 2.50:

- -Emotion expression in small image icon support
- -Option to hide the "About" button(only for registered user)
- -More precise control of what server message to ignore
- -Alias support
- -Misc. new parameters to control messages color and wordings on config screen
- -jkey.txt file now support multiple licens key values.
- -%\$C, %\$N, %\$HN variables added. They will be replaced by current channel name value, nick name value, and highlighted name value on user list.
- -fix the bug of not correctly response to user ping request
- -Netscape 6 support
- -bug fix of cloning problem in previous version

From Version 2.42:

- Reverse, Underline are now supported
- Title screen now also support color
- LiveConnect support through "processJInput(String) method
- Add "DisplayConfig*" parameters allow you to have complete control on what to included in the config screen.
- Message word starts with http:// will be treated as hyper link, click on these words will pop up an new browser window.

From Version 2.40:

- mIRC type color support is added
- applet can now play audio file
- You can now change the label or button's text content by using a new set of parameters

From Version 2.35:

- Signed with new certificate.

- This is our last maintainence release for Version 2.3X series.

From Version 2.32:

- -Server Password is now supported
- -Fix the nickname too long bug
- -Add function to not to display the config panel at all.
- -If a nickname is already been taken, the applet now will try to use nickname1, nickname2, nickname3 etc ... until a nickname not in use is found.
- -You can now automatically execute some commands or message once you login to server.

From Version 2.31:

- Nick name list is now sorted.
- Message coloumns wrap bug is now fixed.
- Private chat is now supported! Just double click on the user name.
- You can now display only Nick Name and Channel selection on the login page.
- Applet can be configured to ignore join/part/quit and misc. server message.
- It is now supports up to 30 channels and server names!

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Home | Products | Downloads | Purchase | Support jIRC Quick links: manual | faq | demo

Chat Now



Jpilot jIRC applet only support Netscape4.07, IE4.0 or above. Please grant the permission when the pop up window appears from Netscape and IE.

What's new

<u>Latest</u> <u>development 2.7.2</u> preview

Demonstrations of JPilot jIRC applet

There are many ways to build your chat service. This page will only show you some examples of how you can make good use of jIRC applet. If you are interested in how to set up each example, please view the html source for configuration parameters.

Search on this site:

Search

Example 1 - full configuration options

This setup allows users to input all the IRC parameters they want. Click here to see Example 1.

Example 2 - limited servers and channels selection

The setup in Example 1 is highly flexible but some web site owners may find it more useful to direct their users to some specific servers and channels. In this configuration, users can only select the servers and channels supplied by the web site author. Click here to see Example 2.

Example 3 - Configure nickname only

It is also possible to ask users only for the nickname input while all other parameters will be configured by the webmaster and hidden from user.

Webmaster must have tested the configurations carefully before using this option as users have no ability to change any of them except for the nickname.

Click here to see Example 3.

Example 4 - Additional HTML interface using LiveConnect With JavaScript, this demo shows you how to add more functionalities to the default jIRC applet by settin up customized HTML content that talks to the jIRC applet. Click here to see Example 4.

Example 5 - Login from your customized html form

You can use your own login page in HTML form, and pass the applet param value to the applet by JavaScript or CGI programs to start chatting. Please see the files inside the download package to get started on how to make your customerized chat login page.

This is a sample login HTML form(screen):

Enter Your nick name: Guest

ENTER

Please allow ~ 10 seconds to downalod the applet

See the complete jIRC configuration manual

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From: rgroesb@irc.powerwing.nl (Roderick Groesbeek) Subject: Re: Realizing a Web > IRC interface under Linux. Date: 1997/07/10 Message-ID: <slrn5sap9n.8e.rgroesb@irc.powerwing.nl>#1/1 References: <mfedp5.hi.ln@localhost> Organization: EuroNet Internet Reply-To: rgroesb_spam@cs.vu_spam.nl Newsgroups: comp.os.linux.networking

On Wed, 2 Jul 1997 13:36:22 +0200, krazy@eden.it <krazy@eden.it> wrote: >Hi. >I am trying to realize an interface that should permit web users to connect to >and use IRC. I don't know where to begin to. Do you know if something similar >is already up and running? >Thanks. >Pietro Femmino' Howdy! 1. Try to setup an IRC server.

2. Make a JAVA Irc client applet that connects to the WWW server on port 6667. [6667 is 'a' default IRC port]

Note: Read about JAVA securety... Java Sockets may only connect to the host where the applet is downloaded from..

I hope this gives you a direction on how to build this service. At least I did it this way. (I've build (a not quite done) Java Irc client and connect to the WWW/IRC server.)

For info about this kind of systems (there are pleny examples) try on altavista: "java irc www"

Or so.. You should get a lot of responses..

Succes!

Roderick

Alkmaar Linux Promoter

You could also try to setup a telnet applet that autologs in to youre machine as user "irc" and that has a shell like "/chrooted/home/irc/bin/ircII.bin" [This is quite insecure..] There exits programs like in.telnetd / tcpd that works like an IRC wrapper....



[last update: 07/01/03] -- current releases: [stable: 1.04a] [beta: 1.50-pre6] -- latest change/work log

<u>features</u>

features

news downloads ezbounce is an Internet Relay Chat (IRC) proxy server.

Features include:

mirror site

about

- Multi-user support
- Full access control (ban and allow lists)
- Full IPv6 support
- Secure Sockets Layer (SSL) support
- Lots of tweakable settings

In addition to basic connection proxying, it has numerous features for the serious IRC user.

- Detach/Reattach: lets you stay on IRC while disconnected from the proxy
- Chat logging while detached
- Fake idents (with help of special ident daemon included)
- Listen/connect on different interfaces
- · DCC chat/send proxying
- ... and more

ezbounce is written in C++ and developed on Linux and should run on similar systems. There is no Windows version at this time.

news

• Security Update: July 1, 2003

A couple of remotely-exploitable bugs have been discovered.

[PATCH for 1.0x series (all versions)]

[PATCH for 1.50-pre series (all versions)]

A security hole exists in all versions that can be used to crash the proxy and execute arbitrary code. An exploit is circulating that takes advantage of this, and in some cases succeeds in obtaining a login shell on the machine (thanks to vade79 for reporting these problems)

1.0x versions:

The exploit requires the attacker to know the login and password of a user of your proxy. The user must also have the detach command enabled in his config. If both these conditions are met, the exploit will succeed in segfaulting the ezbounce process. The exploit program will also attempt to create a login shell on the ezbounce machine that will listen for connections on an arbitrary port.

beta versions

There is another bug in the beta versions that allows any command to be executed before logging in. This means anybody whose host matches one of your `allow' rules can telnet to your ezb port and issue any command. The good news is that ezb will deny them from connecting anywhere, and that they won't be able to access the file library, but unfortunately most of the other commands will cause a segfault.

The first problem mentioned above is also present. The exploit program available doesn't work for the beta versions, but this is a moot point, since anybody can crash the proxy anyway.

summary

You should apply the patch ASAP.

If you're not sure how, download the appropriate file into your ezbounce directory, and use: patch -p1 < filename and then recompile.

Any further questions can be sent to me

May 22, 2003

version 1.50-pre6 is available for testing: [source code (233.40 kB)]

What's new?

- Fixed IP addresses being ignored in rulesets
- o Fixed 'trace' command crash
- A potential solution to the "Excess Flood" on reattach problem
- o An 'allowed-log-options' config option to restrict chat logging capabilities of users
- o A 'max-dccs' config option to restrict number of DCCs and Offers by users
- o Status command now works for every user
- Kill command now works for every user (so they can kill their own ghost connections, etc.)
- A new -d option to the Kill command to force detaches:

```
/quote ezb kill -d 4
```

Would, for example, for a detach on connection with id #4 (use 'status' to look up id's)

I addressed the "Excess Flood" problem by queueing the "NAMES" and "WHO" commands on reattach that were the culprits, and sending one every 3 seconds to the server instead of all at once. Whether 3 seconds will be enough for some users is something we will find out ... Reattaches are gonna take a little longer because of this but at least you won't knocked off. Let me know of the results ...

Some things are still broken or unimplemented. I released this mainly to see if it helped the folks with the excess flood problems ...

• April 26, 2003

Two new releases: stable version 1.04a [source code (184.71 kB)] [patch against 1.04 (2.27 kB)] beta version 1.50-pre5 [source code (232.17 kB)]

The stable release fixes the ghost channel problem and issues with numeric 005 data being chopped off. Both were causing odd problems on reattach.

-pre5 has a lot of updates:

- Several bugs causing "random" crashes and other oddities fixed
- o Phantom channel and numeric 005 problems fixed
- o Problems with config file parser not recognizing 0's fixed
- o Rehash command fixed
- o Quota enforcement bugs fixed
- A new DCC Storage feature: you can store files in the file library by /dcc sending them to (ezbounce). Similarly you can take dcc offers from people on IRC and have them stored on the proxy.
- A new user option: filter-dccs -- make ezbounce intercept all incoming and outgoing DCC offers and lets you proxy/store on proxy/accept/reject them selectively
- A new 'DCC' command to manage offers and active DCCs
- Extend file library 'send' command so you can send files to other people. e.g.
 /quote ezb file send 1 bob
 would send file #1 to bob on IRC
- o auto-server option can now handle SSL connections, e.g.:

/quote ezb set auto-server -ssl irc.blahblah.com 6660

For more info on the DCC Storage and File Library features read the <u>fileDCC.faq</u> file included in the source code package. It's not finished, but it should still be somewhat helpful ..

Also note: some configuration options have become **deprecated** and have been removed. In particular, the 3 logging options have been replaced by just one, "enable-chat-logging".

You may get some errors trying to start up ezbounce; if you do, open up the config file and comment out the offending lines.

As usual, feel free to contact me to report problems

• March 31, 2003

a new patch is available: [reattach-fix-patch (880 B)]

This fixes a problem folks had with ghost channels appearing if they joined a channel, parted it, detached, and reattached. It only appears to happen on some networks (like Undernet) but apparently not on EFNet! Sorry for discovering it so late!

The patch is for version 1.04, but should also apply (with slight fuzz) to the latest beta. If you don't know how to apply patches, download the file into the ezbounce directory and type:

patch -p1 < reattach-fix-patch

I am also looking into problems reported about 'excess flood' errors on reattach.. It appears all of a sudden some EFNet serves became more anal about rate control. We might have to implement some kind of flood protection ..

downloads

source code packages

Stable version: 1.04a
Beta version: 1.50-pre6
Ancient version: 0.99.12

Note: At the moment, IPv6 is only supported in the beta version

Check out our mirror site in France! http://ezbounce.dc-team.com

pre-compiled binary packages

None right now! :(

documentation and such

README Change log Work log

Sample configuration file

awards

ezbounce is the proud receipient of the CMB Seal of Approval. We're not too sure what that means, but some guy thought it was worthy enough to make a cool logo for ...

about

ezbounce is written and maintained by Murat Deligonul.

He can be reached at druglord@freelsd.org
Questions, comments, suggestions, complaints and patches are most welcome!

The logo at the top of this page was contributed by Sean Sperte.

This site and domain are hosted by yewnix.net



1.50 series (2003)

*****KNOWN PROBLEMS****

- * Compiling on systems that don't support poll() is broken.
- * Compiling on GCC 2.7 and earlier will no longer

New features:

* IPv6 -- now fully supported. It is detected and used automatically -- you don't need to do anything special. The 'CONN' command will detect IPv6 addresses, and IPv6 vhosts will be also be recognized.

To force listening for connection with an IPv6 socket, you can use a config option like this:

set listen-vhost ::0

- * SSL support greatly improved. The existing code was poorly written, and caused blocking waits and dropped connections, among other things. It is now fully non-blocking.
- * Fixed the 'help' command
- * New user options:

```
ctcp-version-reply
                     -- sent while detached
```

detach-nick

-- become this when detaching

detach-away

-- sets this /away

message when detaching

As usual, you set these with

/quote ezb set <option> <value>

e.g.

/quote ezb set detach-nick me-away

* Added a file library system. This allows users to store files on the proxy... for example, detach chat logs will now be stored here. In the near future, files received by DCC will also be stored here at the user's request.

The files are stored in a specific directory (usually filelib/) and a database file is kept in there (called ezbfiles.db). Ezbounce will save this database file every 30 minutes, or whenever the 'SAVE' command is issued

* Added a 'FILE' command to access the file library. The syntax is:

/quote ezb set file <option> <parameters>

where <option> can be:

LIST -- List all files belonging to you

SEND -- Send a file (use index number given by LIST)

VIEW -- Dump a file through a DCC chat

DEL -- Erase a file

DESC -- Get a description of a file

- The chat logging system has a changed a bit.
 - -- All files are now stored in the file library
 - -- Use the FILE command to access and send them
 - -- They will not be automatically removed; use

the erase command yourself.

- * 'LOG' command has been removed. Use '/quote ezb set log' to configure logging options, and the new 'file' command to access saved chat logs.
- * Extended the `STATUS' command so that all users may use it.

 If a user is not an admin, it will only show his connections.
- * Extended the `KILL' command so that all users may use it. Users may only kill their own connections (admins can, of course, kill any connection).

Also added a -d flag to KILL, which forces a connection to detach:

/quote ezb kill -d 5

Would force a detach on connection with id #5.

* New configuration options:

set filelib-dir <directory>
set max-filielib-age <age, in days>
 set enable-filelib <0|1>
set filelib-quota <quota size>

These mean:

filelib-dir the directory to the file library database and all its files

filelib-max-age Maximum age (in days) these files can be. After that they will be deleted. Use 0 for no maximum age.

enable-filelib This is a per-user option.

If 1, they can use the file library.

If 0, they cannot.

The file library is necessary for things like chat logging, etc..

enable-dcc-storage

Another per-user option.
This allows users to store files in the file library by either DCC Sending it to ezbounce, or having ezbounce DCC Get it from another user on IRC.

filelib-quota

This is a per-user option. It specifies, in bytes, the amount of data they can store. Use 0 for no quota.

* Added a 'DCC' command:

/quote ezb dcc <options>

* The following configuration options have been removed:

max-logfile-size
log-dir
prevent-self-connects

(If you need prevent-self-connect functionality, consider using a ruleset for it)

* The following options have been deprecated and will soon be removed:

enable-seperate-logging
enable-private-logging
enable-public-logging

They have been replaced with just one option:

enable-chat-logging

Users will still be able to configure whether they want private, public, or both kinds of messages to be logged, and whether they want them in separate files. (Using the /set log command)

You just won't be able to disable those indiviual features. I'm not sure we ever needed such granularity..

* We now use C++ Exception Handling features, so a recent C++ compiler is needed. Ancient GCC releases such as 2.7.X and earlier will NOT work anymore. GCC 2.8, 2.95.x, egcs, and GCC 3.x will all work, as will other modern compilers.

version 1.04 (December 2, 2002)

* Fixed "LOG LIST" crashing (Oops)

version 1.03 (November 28, 2002)

- * Fixed a problem with logfile sending causing a crash
- * Fixed a potential security hole with strncat()
- * Fixed a bug in server ping replies. This should fix the problems with ping timeouts on IRCDs that use token ping replies.

version 1.02 (June 3, 2002)

- * Fixed pid file permissions being set incorrectly
- * Fixed a remotely-exploitable crash

version 1.0 (May 5, 2002)

- * Fixed private message logging not working if it was the only option requested.
- * Fixed compile problem w/ time.h on some gnu libc 2.2.x systems
- * Rewrote and improved the command parser.
- * The 'ezb' command now works full time (so you can use it before you connect to an IRC server), and reports bad command errors.
- * Completely rewrote the config file parser.. The configuration format has changed quite a bit.. See below
- * Added a new user account system

Basically everything is done with users now. You define a user like this:

```
user bob {
    allow {
        from *.blahblah
        to irc.*
    }
    deny {
        ....
}
    set enable-outgoing-dcc-proxying 1
    set password blahblah
    set other-options
}
```

To log in as Bob, a user would connect as usual, and then send /quote LOGIN bob blahblah

This means you can define multiple users, each with different options and different allow/deny lists. It also allows us to neat things, like doing away w/ detach passwords, and user customizable options that get saved to disk (see below)

So... you must define at least one user to use ezbounce now.

There is also a special 'default' user. It is much like a guest account;

```
it behaves like ezbounce versions of old. For example, users still need
  to set passwords to detach, and can't use a few new features (see below).
  To summarize the other major syntax changes....:
  The following options can only be set globally (i.e. outside of
   user xxx { } ) blocks
 LOGFILE
 PIDFILE
 MOTDFILE
  USERFILE
  LOG-DIR
 NO-REVERSE-LOOKUPS
 DCC-LISTEN-PORT-RANGE
 PREVENT-SELF-CONNECTS
 MAX-DNS-WAIT-TIME
  KILL-ON-FULL-QUEUE
 SILENT-REJECTION
 MAX-REGISTRATION-TIME
 MAX-FAILED-PASSWORDS
 The following options can only be set INSIDE user blocks
  PASSWORD
 IS-ADMIN
 MAX-IDLE-TIME
  DROP-ON-DISCONNECT
  ENABLE - DETACH - COMMAND
  ENABLE-AUTO-DETACH
 ENABLE-VHOST-COMMAND
 ENABLE-FAKE-IDENTS
 AUTO-FAKE-IDENTS
 AUTO-SERVER
 ENABLE-OUTGOING-DCC-PROXYING
 ENABLE - INCOMING - DCC - PROXYING
 ENABLE-PRIVATE-LOGGING
 ENABLE-PUBLIC-LOGGING
 ENABLE-SEPERATE-LOGGING
 DEFAULT-LOG-OPTIONS
 MAX-LOGFILE-SIZE
\mbox{*} You can no longer have global 'allow' blocks. They must be
  inside user definitions. Global 'deny' blocks are still
 allowed, (to make sh*tl*sts and such)
* Note: the vhosts \{\ \} block is allowed both globally and in
 a user block. Global vhosts are avialable to all, and user ones
  are available only to those specific users.
* Removed the 'ADMIN' command and the admin { } block
    -- you now define an admin like this:
  user xxx {
      set is-admin 1
  User is given admin priviledges upon his login. Nifty!
  On a side note, the 'max-failed-admins' option has also been removed
* Added 'LOGIN' command for the new user system. You should now use
  this in place of 'PASS' to log into ezb. Syntax is:
      /quote LOGIN <username> <password> [auto-server]
          `-- username:
                           ditto
           -- password:
                           ditto
           -- auto-server: server to automatically
                           connect to (optional)
     example: /quote login bob myPass
* Improved 'PASS' command. We will keep it for compatibility
  reasons. The syntax is now like this:
      /quote PASS <username>:<password> [auto-server]
 This lets you log in, like the 'login' command.
  Example: /quote PASS bob:myPass
```

The old syntax will still work. However, it can only log you in as the default user.

i.e.

/quote pass password

Will do the same thing as

/quote login default password

If you want to login as another user, you MUST use the Login command, OR the new Pass command syntax.

* Improved detach/attach system. Passwords are no longer required. In fact, you don't have to remember anything anymore, not even the so called 'magic number'

So now I can do

/quote ezb detach

And when I reconnect, ezbounce will conveniently list all my detached sessions, with the id needed to reattach.

NOTE: 'Default' users MUST still provide a password

- * Added 'ATTACH' command, simply an alias for `REATTACH'
- * Added `SESSIONS' command. Lists all of your current detached sessions. Sample output:
 - -ezbounce(srv) Current detached sessions for user murat:
 - -ezbounce(srv) ID IRC NICK
 -ezbounce(srv) 1 druglord_

TO irc.lagged.org

TIME 00:00

To reattach, I would just have to do /quote ezb reattach 1 Nifty, eh?

TIP: if you only have one detached session, you don't even need to provide an id.

- * Added 'TRAFFIC' command. Displays amount of data transferred between ezbounce and clients and servers
- * Added 'WHOIS' command (for admins only). Syntax:

/quote WHOIS <username> (or) <id>

Displays all connections for a particular user.

- * Added 'ECHO' command, sends given text back to client
- * Added a spiffy new login screen. ALSO -- if you have some mad ANSI artwork skills and want to make a 31337 login banner for ezbounce, let me know!!
- * mdidentd finally gets the permissions of the /var/run/mdidentd socket right.
- * Tested mdidentd -- contrary to popular belief, it still works. Updated the documentation.
- * Syntax of LOG FIND has changed a bit...
 - New syntax is: LOG FIND [password]
 - IDs are no longer needed
 - Passwords are optional, (because detach passwords are optional)
 - Users can only get log files that belong to them
 - 'Default' users must specify a password.
- * Added per-user preferences. This lets you customize a few settings, AND save them to disk, so ezbounce will remember them across sessions.
- * Added 'SET' command to facilitate this system.

Usage: /quote ezb SET cpreference> <value>

The following preferences are available:

auto-detach [0/1] - detach automatically?

proxy-dcc-in [0/1] - proxy incoming dccs? proxy-dcc-out [0/1] - proxy outgoing dccs?

fake-ident [string] - fake ident vhost [string] - vhost to use

auto-detach-pass [string] - password to use for

auto-detach

auto-server [string] - server to automatically connect you to

Examples:

/quote ezb set auto-detach 1
/quote ezb set fake-ident mrBilly
/quote ezb set proxy-dcc-in 0

Note, the relevent feature must be enabled in the config file. For example, if you set auto-detach to 1, you also need to have "set enable-auto-detach 1" in the config.. So this is useful if you want to disable features you don't want..

This also works for the default user, but they won't be able to save their preferences.

- * Added 'SAVE' command. Saves the dynamic user preferences to disk.
- * New configuration option:

set user-file <filename>

This is where dynamic user preferences will be saved on disk

- * Added 'RELOAD' command. Reloads user preferences from disk.
- * Added 'ALLOWED' command. Displays what services are available to the user. (For example, if the detach command is enabled and things like that)
- * Added 'TRACE' command. Displays a simple network connection diagram.

Usage: /quote TRACE <id>

- * Removed 'AUTOPASS' command. Use /quote set auto-detach-pass.
 Also, you will no longer be assigned an automatic detach
 password when you connect -- set one! (And it will get saved)
- * Improved on-line help system a lot. Every command is now documented, with syntax listing and an adequate description.

Usage: /quote HELP <command>

- * Fixed Numeric 005 not being sent back to client properly on reattach -- or being sent even if the IRC server never provided one in the first place
- * ezbounce now actively keeps track of the channels you are on, which means a few new spiffy features, like a faster and simpler reattach. In the past we would look up that info when a reattach was requested, causing a wait of at least several seconds. The "reattaching" state as shown in the status command by letter 'e' is also gone now.
- * In chat logs, channel is now put before name of speaker. I.e. instead of

<bob:#blah> this sucks

it is now:

[#blah] <bob> this sucks.

- * Fixed QUITs and nickname changes not being logged -- oops!!
- * Added 'listen-vhost' configuration option. You can use this to configure what interface ezbounce will listen for connections on. (It does the same thing as the -b command line option).. It's global, so you must use it outside of a user { } block. Example:

set listen-vhost 192.168.1.1

```
* Added 'default-vhost' user configuration option. This is like
 the -c command line option; it lets you choose which interface
 users will connect to IRC servers on. It's a user option, so it
 must be inside a user { } block.
 Example:
     user xxx {
         set password blah
         set default-vhost my.cool.vhost.com
     }
* Removed the `-c' command line option. Use the default-vhost
   config options instead.
* We now respond to *all* IRC server pings, not just when
 detached. (This is to make auto-detach more reliable)
* Fixed a serious file descriptor leak in mdidentd.
* Added ABOUT and VERSION commands
* Fixed bugs in the dcc code that might lead to 100% CPU usage and
 crashes.
* Now rejoins channel when kicked (while detached)
* Improved socket handling a lot. The look-up system is much faster,
 and the data processing to/from client/server is a lot more reliable.
 In particular, ezbounce now buffers all data before sending it, which
 will eliminate the problems with data loss under high traffic.
* Added "max-sockets" configuration option.
     set max-sockets [number]
 This implies that there is now a finite limit on the number of sockets
 that ezbounce will use. This is true. This may seem restrictive, but
 results in much simpler and faster code in the socket event processing.
 Default is 128, which is enough for most people. Minimum value
 permitted is 10. You decide how many you need; keep in mind that each
 client will need 2 sockets (one for him, and one for connection to server).
* Added --enable-debug option to the configure script -- useful if you
 want to do development
* Removed the configuration options
    max-client-inputQ
    min-client-inputO
        max-server-inputQ
     min-server-inputQ
 They have been replaced with
    min-buffer-size
        max-buffer-size
 They are optional, as before, defaulting to 128 and 32768
    respectively.
* Added 'LOG VIEW' command. Lets you view detached log files directly in
 your IRC client w/o getting them via DCC SEND. This is accomplished
 by a DCC Chat connection. Syntax is the same as 'LOG SEND' ...
* SSL Support has been added (contributed by 'HoE')
  To set up:
         ./configure --with-ssl
  And set the following in the configuration file:
         set certfile <.pem file>
         ssl-listen <ports>
                                             (optional)
  To activate an SSL connection, use the CONN command with
     -ssl argument. Example:
         /quote ezb conn -ssl irc.magicserver.com
```

- * Now uses safer vsnprintf() and snprintf()
- * Fixed compile problems with GCC 3.x
- * Many more code cleanups and technical improvements that I won't mention. In short, this release, Owns. :)

v0.99.12 (March 2, 2001)

- * Added anti-idle feature while detached. Sends random message to server every so often.
- * Removed enable-detach-on-error and always-detach variables.

 Instead there is a "enable-auto-detach" variable that, when
 enabled, will always detach the user, unless he explicitly
 uses /quote ezb quit.

Password is again assigned randomly when the user connects. It can be changed via the 'autopass' command.

- * Added recognition for UnReal-ircd's * and ^ user modes in channels during reattach.
- * Admins can no longer reattach w/o password.
- * Included a basic man page

v0.99.11 (January 13, 2001)

- * Ezbounce no longer requires poll(). An alternative select()-based implementation has been added to the socket code.
- * Added --enable-use-select option to ./configure script to force use of select() instead of poll()
- * Fixed (??) a 100% CPU usage problem involving poll()
- * Now sends an IRC "ERROR" string for disconnects
- * Minor mdidentd fixes

v0.99.10 (October 31, 2000)

- * Fixed ezbounce.pid file being created with random permissions. It will now be made with 0644.
- * Fixed a nasty bug that could cause random crashes.

v0.99.9 (October 9, 2000)

- * Fixed DCC proxying using 100% processor time in some cases.
- * Fixed several possible crashes in DCC proxying.
- * STATUS command now displays some DCC proxying info.
- * Changed behavior of outgoing DCC proxying.. It will conenct to the real IP of the sender, not the IP that is stated in the CTCP DCC command (which was wrong in some cases, e.g. if client behind firewall obtained local IP through /whois)
- * Fixed compile errors under GCC 2.9x

v0.99.8 (July 29, 2000)

- * Fixed certain logfile options causing a crash on detach.
- * Fixed sending of zero-byte files causing problems.
- * The enable-{private, seperate, channel}-logging options are now properly enforced.
- * Timestamp should be properly encoded in the logfile names sent back to the user now, in the format YYYYMMDD-...
- * Added dcc-listen-port-range option. It allows you to choose which port or ports ezbounce will listen on when doing DCC proxying. Usage:

set dcc-listen-port-range <ports>

where ports can any number or series of numbers seperated by commas, and where ranges of numbers can be indicated by a dash. Examples:

7000,7005,8225,9000-9100
2000-2300,4860
6918
5700-5710

- * Wrote some simple, cheesy encryption and decryption routines for the passwords that are used in making log file filenames.
- * Redesigned and rewrote the internal socket polling and handling system. Is it faster? I don't know, but I think it's better now. However, ezbounce now requires the poll() system call be present on the machine. Unless you're using an ancient system, you will have this function (./configure script will confirm it). Also as a result, the following issues are fixed:
 - * DCC sessions (both send and proxy) are unlimited now; you are especially not restricted to two log file sends at a time.
 - $\mbox{\scriptsize \star}$ DCC sessions will now survive after the user disconnects from the proxy.
 - * DCC sessions will now stay alive through during reattach and deattach.
 - * DCC sessions will now properly timeout after 90 seconds.
- * Fixed bogus "Killed user for exceeding idle time limit" messages appearing after users reattaching.
- * Added auto-server option, which automatically connects users to an IRC server as soon as they succesfully connect to the ezbounce proxy.

set auto-server <server>[:port] [pass]

server: which server to connect to
port: (optional) which port to use
pass: (optional) password to use on IRC server

- * LOG FIND will now display all results of a search, not just the first two. You can select any of them to send as usual with the LOG SEND command. doing "LOG SEND ALL" however will only send two a time to avoid flooding the user.
- * Logfile creation is now more robust; will honor locked log files and try to create more unique file names if needed.
- * Added a simple away option to detach:

/quote ezb detach password [away message]

where away message is what ezbounce will set you /AWAY as with the IRC server. It will unset you away when you reattach.

- * Added LOG LIST command; it will list the search results again for you.
- * Extended PASS command to include the name of a server to connect to. Syntax is:

/quote PASS <password> [server[:port]] [IRC server password]

This will let you connect to IRC servers with just one command. Examples:

/quote PASS secret irc.lagged.org
/quote PASS secret5 irc.dal.net:7000 secretpass

- * Now makes link to ezbounce binary named 'ezb'
- * And some long overdue documentation updates...

v0.99.7 (June 10, 2000)

* Fixed DCC Sends from ezbounce not providing filesize. Some clients didn't mind that it was omitted; some did.

- * DCC sending of logs now properly limited to 2 at a time max.
- * Fixed LOG FIND reporting multiple finds of a file? (Although it did send the proper log files)
- * Fixed odd STATUS command crash.
- * Disabled PONG messages in log for good.

v0.99.6 (April 30, 2000)

- * Fixed logging not working if maxsize wasn't set (sigh)
- * Fixed Reattach truncating list of channels to join if it was > 128 chars (some people were affected)
- * Added support for catching numeric 005. They contain some possibly useful information for clients upon reattach. (like detecting if the IRC server supports the DalNet WATCH command.
- * Internal nickname tracking should work well now.
- * Implemented LOG HELP.
- In addition, Thanks to Ben W. for the following improvements:
- * Now handles and saves numerics 002-004 so they can be reproduced on reattach
- * PASS command can now be used before USER and NICK commands.. this allows the server password feature of most IRC clients to be used with ezbounce.
- * Admins can now reattach without a password.
- * Numerous reattach improvements, including:
 - * Proper detection of User Mode
 - * Fixed MODE #channel command being sent, causing some clients to screw up
 - * Fix duplicate LUSERs being sent.

v0.99.5 (April 9, 2000)

- * Ok, ezb command works now. My mistake.
- * Sending of old log files is now possible. The command to use is:

/quote LOG FIND <id> <password>

Where 'id' is the id that you had for that session which died, and 'password' is the password for that session.

This is very preliminary right now. It does not quite work if your nickname is something different from the one ezbounce thinks it is. That's the why the change below was needed...

- * Now keeps track of nickname changes internally throughout your irc changes. Also lets you change your nickname while chillin' on the proxy before connecting to an IRC server. This was all necessary for the DCC Sends to work properly. (note: it doesn't really work that well right now)
- * Added checks to ensure permissions for the log files directory are secure.
- * Fixed a possible crash if the incoming text buffer was full.
- * Fixed a possible crash in the STATUS command.
- * Fixed IRC PASS command being sent to IRC Server at the wrong time during the connection process. Thanks to Rodney J. for catching this one.

v0.99.4 (February 22, 2000)

- * Changed permissions on the included sample config files for security purposes. Note that you can't get this fix with the patch, you must get the tarball, or set the permissions manually. Your config files ought to have permissions 0600.
- * Added 'ezb' command as an alias for the ezbounce command. It occurred to me in a vision that much time could be saved by myself and users by typing 3 letters instead of 8 letters!
- * Fixed some serious bugs in the log sending. It is much more robust now.
- * Fixed -b command line option (listen for connections on specific interface) not working on some systems (?). Note to self and fellow coders: remember to zero out sockaddr_in structure before doing anything to it!

v0.99.3 (December 29, 1999)

* Logging while detached. See ezbounce.conf.quick for details and to enable it.

Basically you turn it on with the 'log' command. The syntax is:

/quote LOG SET <options>

where options is any combination of the following:

```
a - log all (combines p and c)
s - log to seperate files
p - log private
c - log channels
n - log nothing!
f - log full addresses always
```

t - log with timestamps for all events

Once you detach, logging will begin. It will continue until you reattach or the connection to the IRC server dies.

When you reattach, you can retrieve the log files by typing:

/quote EZBOUNCE LOG SEND all

Ezbounce will then DCC send them to you.

Everything is explained in the README in full detail.

* New config options to support detached-logging..

```
# allow logging of private messages
set enable-private-logging 1
# allow logging of channels
set enable-public-logging 1
# let users store logs in seperate files (that is, one for chan,
# one for
# private)
set enable-seperate-logging 1
# where to store logs?
set log-dir logs/
# Default log options
# Full list of options:
# a - log all (combines p and c)
# s - log to seperate files
# p - log private
# c - log channels
# n - log nothing!
# t - timestamp events
# f - log full addresses always
set default-log-options ast
```

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- * Redid some of the server log messages. Aimed for a standard format, something easier to understand at first glance. For example, instead of "xxx's connection attempt to yyy:1111 has failed (...)" it is now "Connection attempt FAILED: xxxx to yyy:1111 (...)"
- * Removed the "&" and "!" channel recongnition 'fixes' in 0.85.3 that were incorrect. The new detached-logging code does recognize these special channel types properly though.
- * Redid the reattach system, so the target inherits the clients settings, not the other way around as it has been. This mainly simplifies some matters in the code.

Also this means your reattach id does not change when you reattach so you can detach and reattach again with the same id.

- * For mdidentd, added checks to ensure permissions in directory of socket are appropriate to allow connections to the socket.
- * Now doesn't log PONGs from server while detached or other debug messages, unless you choose to build it to do so.
- * Fixed compile problem on several systems caused by the fact that 'MAX' was already #defined on the system but we tried to create a function by that name.
- * Added a simple Message of the Day (MOTD) system. The configuration file variable is:

set motd-file <filename>

It will display the contents of that file to the user upon connection to ezbounce and whenever he types $\mbox{/MOTD}.$

A sample motd file is included (the sample.MOTD file), but disabled by default.

* Added -u command line option, to change userid after listening socket is bound. This is only useful if you're running it as root and want to bind it to port < 1024 and then want it to drop the root privs. Usage (uid must be numeric):

ezbounce -u uid config.file

v0.85.3 (August 6, 1999)

- * Fixed default connection and listen vhosts (-c and -h command line options, respectively) being cleared on rehash
- * Fixed 'random' crashes during reattach (was caused by failure to handle privmsg and the like during the info-gathering process)
- * Fixed "trying to reattach to" message showing "(null)" for the target.
- * Improved socklen_t detection in configure script. Will hopefully correct compile failures on OpenBSD and possibly other systems.
- * Small mdidentd updates
- * Added IRCNet ! channel and local (&) channel recongnition where needed.

v0.85.2 (May 15, 1999)

- * Fixed CTCPs being blocked if dcc proxying was enabled
- * Fixed outgoing CTCPs being corrupted if dcc proxying was enabled
- * Now handles 0 return from connect() (was only checking for -1 as that is what usually happens with nonblocking connects)
- * Fixed several DCC proxying problems (e.g. sends to slow modem users blowing up).

v0.85.1 (May 7, 1999)

* Fixed CTCP Ping-replies during detach not working

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- * 'autopass' command was broken, fixed.
- * Fixed channel modes possibly not being synced on reattach
- * Fixed nickname not being synced on reattach (for some clients)
- * If proxy was started w/o detach-on-error option and it was enabled and rehashed later, clients would not have auto-passwords set. This would result in "unreattachable" clients.. So now if there's no password, the client will not be detached. Use the 'autopass' command..
- * Several Solaris compile/link errors fixed. Many thanks to Rajesh T. for reporting these problems and trying out my fix suggestions! If ezbounce was not building for you on Solaris try it now.
- * configure script updated to check for special libraries that might have to be linked with on some systems.
- * Quick kludge for reattach "to-ruleset" usage count leak.

ezbounce 0.85 (May 1, 1999)

* Added DCC proxying. It's all transparent, meaning ezbounce does some clever trick so that clients don't need to do anything special to be able to send *and* receive dccs. So yes, it's both ways.

To enable it you need to stick these lines in your config: set enable-outgoing-dcc-proxying (0 or 1) set enable-incoming-dcc-proxying (0 or 1)

for all the details see the README file. It's off by default.

Not very well tested on big endian machines. Some people have reported success; the reason I'm worried is that I had quite a time trying to get host byte-order to network byte-order (and vice versa) to work properly.

Completely untested on dialup PPP connections (I'm a Cable Modem Bastard myself).

Feedback from anyone would be greatly appreciated.

- * Fixed vhost-binding not working under FreeBSD.
- * Fixed a problem in the buffering code that could data corruption.
- * reduced time() calls to once per second and no more (in almost all cases).
- * Added detach-on-error feature. Basically it detaches the client if he loses connection to the proxy with an error. It automatically sets up an auto-detach password for the user upon connect. This password may also be changed be the user using the AUTOPASS command.

If the user detaches because of an error, he can reattach normally using the 'reattach' command.

To enable it you must stick this line in your config (Defaults to off): set enable-detach-on-error 1

- --- Consider it experimental!
- * Added hack to prevent linking with libstdc++. To enable it, run configure as follows:
 - ./configure --disable-link-stdcxx

and build. Consider it experimental as well!

- * Corrected several possible compile errors on different compilers than mine.
- * Admins are now exempt from rulesets. Meaning they can connect anywhere.
- * Check for existance of sys/select.h before #include'ing it. Linux libc5 doesn't have it for example.
- * #include <sys/types.h> before any other header. This corrects some potential compilation problems on some systems (FreeBSD is one).

- * 'ezbounce' command could be used while connecting to an irc server. fixed.
- * Tons of code redone and cleaned up.
- * a nasty bug in buffering code fixed (was assuming write() would write all of requested bytes..)
- * If logfile cannot be opened or created on startup, keep going instead of quitting.
- * mdidentd version string was not updated for previous release.
- * Idiot proof setup directions after ./configure is done.
- * Eliminated "unused parameter int unused" warning for older gcc..
- * Eliminated "argument changes signedness" warnings (hopefully)
- * Added a basic pid-writing thing. It's mainly for scripts to be run with crontab that periodically check if ezbounce is still running. Ezbounce writes its pid to a file (ezbounce.pid) and the script checks if its a valid one, if not respawns ezbounce. Such a script is included (see the ezbchk file).
- * Fixed user name being truncated to 3 chars on reattach.

ezbounce 0.81 (February 8, 1999)

- * Topics should *really* be synched on reattach now. It was even listed as fixed in this file, but for some reason was not. Oops :)
- * Also get user mode on reattach now.
- * While detached, ezbounce will now respond to ctcp pings for the detached client. In order to prevent abuse by flooders, only 1 ping will be replied to every 5 seconds.
- * Fixed a config file loader error message that was getting truncated.
- * No longer allows 0-length USER and NICK messages when clients are registering
- * A few hacks to save memory storing nicknames and passwords and such
- * Added a switch to mdidentd which will prevent users from setting their fake idents to the username of a user on the machine.

What's new in ezbounce 0.80? (December 31, 1998)

- * You can now reload the configuration file while the server is running. This is done either by the admin-only REHASH command or by sending the server a SIGHUP signal. Any possible error messages from the process will be dumped to the log file. See README for finer details.
- * User password is now optional.
- * I made a special ident daemon-helper thingy that will let proxy users set their own ident replies regardless of the uid the proxy is running under. For more information look in mdidentd/README.
- * Reorganized several files, moved proxy code to 'src', mdidentd code to 'midentd' and files shared by both to 'libs'.
- * Reorganized and cleaned up rule-set related code.
- * Some clean up of config file loading code.
- * Greatly simplified command parsing code. Code is smaller and is probably faster.
- * In the cleanup process I have also fixed an embarassing bug that would cause a crash if an invalid command was used with the 'ezbounce' command.
- * Some systems don't appear to define INADDR_NONE (like sunos 5.4??). Added a fix so ezbounce will compile there.
- * ircd-hybrid is drain-bamaged and does not always respond to TIME requests. This effectively makes the Detaching/Reattaching system useless for some people. ezbounce now sends a different command besides TIME to get

info about the connection during reattach.

- \star If a client would die while reattaching a ghost connection might be left behind (the detached connection he was trying to reattach to). Although i was sure such conditions were handled properly, it looks like the code was borken. Fixed.
- * Again during reattach.. sometimes the name of the channel joined would be sent with a space in front of it. This caused a small problem with the BitchX windowing facilities so we now send it w/o the extra space.
- * Reduced the number of times the time() system call was used. In older versions ugly things could happen like time() being called 55 times *a second* when there were 50 clients. Now time() is called at most twice a second regardless of the number of clients.
- * Admin can use any vhost he wants now, that is, he is not limited by the hosts listed in the "vhosts" config file block.
- * Admin can use any feature he wants, even if it has been disabled in the configuration file.
- * 'status' command now aware of zombie connections and super-new connections.
- * 'admin' command block syntax for configuration files has changed slightly. Basically you don't need 'set' before 'name' and 'password'. If you don't know what I'm talking about don't worry about it.

What's new in ezbounce 0.71? (???)

- * Makefile was using a GNU-specific command that would prevent ezbounce from compiling on some systems. The relevant section has been commented
- * Fixed a problem with the status command that could cause a crash.
- * If a detached connection died, the number of clients wouldn't be decremented. This could actually cause a lot of problems. Fixed.
- * setsockopt problem on Solaris fixed.
- * Channel topics were not being synced on reattach.
- * Corrected compile problem on FreeBSD 2.2.7

What's new in ezbounce 0.70? (August 9, 1998)

- * added GNU autoconf configure script. ezbounce will compile on older qccs.
- * Handle memory allocation failures a little better.
- * server uptime info from STATUS command is now in human-comprehendable form.
- * STATUS also displays cpu time used now.
- * client connection time from STATUS is correct now
- * reconnecting after disconnecting from irc server should really work this time. Note: may cause problems with some clients.
- * added INTERFACE command, lets client bind connection to any interface available on the machine.
- * also added VHOST command which is just an alias to INTERFACE.
- * added a vhosts block command, lets you configure which vhosts clients may use with the vhost/interface command: vhosts { ip1.machine.com blahblah.blahb.alh 69.69.69.69 } note: 'all' is a special keyword and will allow clients to use all available

vhosts. Currently only one vhosts block is allowed. If you choose not to

supply one, a dummy one will be created with 'all' as the only address.

```
* also added a VHOSTS command which lists all the available virtual hosts
      that a client may use.
* improved server admin configuration. To define an administrator you now do:
      admin {
              from *.address.*
              set name servadmin
              set pass blah60
   This allows only people from *.address.* to become admins, and the
   username and pass they must use are servadmin and blah60. Only one admin
   block per customer. The old set admin-name/pass won't work anymore.
* added a prevent-self-connects config option. It prevents clients from
  making the proxy connect to itself.
* Added EZBOUNCE command. It is to be used when you have connected
   to an irc server and wish to issue a command directly to the proxy
   rather than have it relayed to the irc server.
   (note: not all commands can be issued thru this interface)
   For example, when connected:
      /quote DIE death message
      will kill the irc server you're on, and
      /quote ezbounce DIE death message
      will kill ezbounce. Assuming you have proper authorization, of course.
* Added a DETACH command, which lets your connection to an irc server
    remain active while disconnecting you from the proxy. While you are
    detached, ezbounce will respond to server pings to keep you alive.
    It is used as so:
      /quote DETACH <password>
   To reattach to the connection, you must connect to the proxy and
     issue the following command:
      /quote REATTACH <connection_id> <password>
   Where connection id is a number ezbounce will give you when you
   detach.
   The detaching/reattaching facilities don't work very well with all
   clients right now.
   There is a section in the README file which you can read that
   describes the problems.
* Cleaned up interface-binding related code. Also fixed possible
    file descriptor leaks.
* Fixed a bug in buffering code which could lead to crashes.
* Less offensive password incorrect message :)
* No longer displays "Welcome to ezbounce" message when you connect,
   it now waits until you have successfully given a password.
* New configuration options:
   set max-failed-passwords <num>
      Lets you set a limit on how tolerant ezbounce will be on
      people giving incorrect passwords. Setting it to 0 disables the
      feature. Defaults to 3. Client will be booted off once limit is
      reached.
   set max-failed-admins <num>
      Similar to above one, but controls attempts at becoming server
      administrator. Defaults to 0 (off).
   set drop-on-disconnect <1 0>
      Controls whether or not client should be dropped if he loses connection
      to his irc server. Defaults to 0.
   set enable-detach-command <1 0>
       Enables or disables the DETACH command. Defaults to 1.
   set no-reverse-lookups <1|0>
       This option controls whether ezbounce will do reverse dns
       dns lookups in the ruleset related code or not. Defaults to 0.
       Look at sample.conf for more info.
   set enable-vhost-command <1 0>
```

Enables or disables the use of the INTERFACE and VHOST command.

- * rewrote gettok(). no longer makes copy of string, should speed up several other functions.
- * ezbounce now tries to save some memory by fine-tuning input buffer sizes once every minute.
- * Added a WRITE command. This command is for administrators only and allows them to send messages to another user or broadcast it to everyone. The syntax is (/quote) write <id> <message>.
 You obtain the id from the status command, and you can use 'all' to broadcast to all.
- * --help command line option recongnized.
- * added a DISCONNECT command. It is intended to be used with the EZBOUNCE command. It forces a disconnection from the irc server in case it stops responding or something.
- * fixed possible bug that could cause a crash if a bad command was sent while connecting to an irc server.
- * several other internal changes

What's new in ezbounce 0.61? (July 15, 1998)

- * client is no longer dropped if disconnected from irc server.
- * small memory leak in config file parsing code fixed.
- * bigger memory leak found in buffering code and destroyed.
- * small makefile enhancement

L Number	Hits	Search Text	DB	Time stamp
1	4	((IRC) or ("Internet Chat Relay") or	USPAT;	2003/12/17 15:33
		("internet relay chat")) same proxy	US-PGPUB	
2	86	chat same proxy	USPAT;	2003/12/17 15:41
	_	(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	US-PGPUB	
3	2	(("6199077") or ("6412073")).PN.	USPAT;	2003/12/17 15:41
			US-PGPUB	

	Туре	L #	Hits	Search Text	DBs	Time Stamp	Comment
1	BRS	L1	1722	"irc"	USPA T	2001/11/1 6 12:24	
2	BRS	L2	1	"internet relay chat server"	USPA T	2001/11/1 6 12:26	
3	BRS	L3	6	"irc server"	USPA T	2001/11/1 6 12:54	
4	BRS	L4	12874 86	1 and mobile device	USPA T	2001/11/1 6 12:34	
5	BRS	L5	149	1 and "mobile"	USPA T	2001/11/1 6 12:34	
6	BRS	L6	1	5 and "proxy server"	USPA T	2001/11/1 6 12:44	
7	BRS	L7	4	5 and "mobile telephone"	USPA T	2001/11/1 6 12:45	
8	BRS	T8	6	"celluar phone"	USPA T	2001/11/1 6 12:54	
9	BRS	L9	3731	"cellular phone"	USPA T	2001/11/1 6 12:54	
10	BRS	L10	2	9 and IRC	USPA T	2001/11/1 6 12:56	
11	BRS	L11	22	"smpp"	USPA T	2001/11/1 6 13:36	
12	BRS	L12	26458	IRC chat server	USPA T	2001/11/1 6 13:37	
13	BRS	L13	0	3 and "protocol stack"	USPA T	2001/11/1 6 13:37	
14	BRS	L14	1223	"protocol stack"	USPA T	2001/11/1 6 13:37	
15	BRS	L15	1	14 and IRC	USPA T	2001/11/1 6 13:38	
16	BRS	L16	0	14 and "chat device"	USPA T	2001/11/1 6 13:38	
17	BRS	ь17	66	"internet relay chat"	USPA T	2001/11/1 6 13:39	
18	BRS	L18	2	17 and 14	USPA T	2001/11/1 6 13:39	

	Error Definition	Er ro rs
1		0
2		0
3		0
4		0
5		0
6		0
7		0
8		0
9		0
10		0
11		0
12		0
13		0
14		0
15		0
16		0
17		0
18		0

From: freshd@freshmeat.net

Subject: psyBNC 2.1 - Static IRC-Bouncer

Date: 1999/12/22

Message-ID: <83patn\$nb1\$1@linux339.dn.net>#1/1
Approved: scoop@freshmeat.net (Patrick Lenz)

Sender: gateway@freshmeat.net Organization: freshmeat.net

X-Server-Date: 22 Dec 1999 01:52:55 GMT

Newsgroups: fm.announce

application: psyBNC 2.1

author: the most psychoid <psychoid@lam3rz.de>

license: GPL

category: Console/IRC

urgency: low

homepage: http://apps.freshmeat.net/homepage/945820081/download: http://apps.freshmeat.net/download/945820081/

description:

psyBNC is an easy-to-use, multi-user, permanent IRC-Bouncer with many features. Some of its features include symmetric ciphering of talk and connections (Blowfish and IDEA), the possibility of linking multiple bouncers to an internal network including a shared partyline, vhost-and relay support to connected bouncers and an extensive online help system. Many other helpful functions are included. It compiles on Linux, FreeBSD, SunOs and Solaris.

Changes:

Online talk and connection encryption using IDEA and blowfish was added. An online translator was added which allows you to translate from English to German, Italian, French and Portuguese and vice versa. Connection handling was rewritten to be modularized.

|> http://freshmeat.net/news/1999/12/21/945827583.html